February 13, 2003 R-030-200

Earl Nelson, Program Manager Flood Protection Corridor Program Division of Flood Management 1416 9th Street, Room 1641 Sacramento, CA 95814

Subject: Clover Creek Preserve Grant Proposal

Dear Mr. Nelson:

The City of Redding is pleased to submit our proposal to partner with the California Department of Water Resources on the Clover Creek Preserve. For years flooding on Clover Creek has caused extensive damage to property owners and contributed to the overall flood issues on the Sacramento River. Clover Creek's primary purpose is to alleviate downstream flooding and damage to property, to restore some of the natural process to Clover Creek, and to enhance wildlife habitat in the watershed.

Our approach to achieving these goals has both structural and non-structural components. Existing development, both upstream and downstream, prohibits acquiring enough lands to allow all of Clover Creek to meander through a natural flood plain. For that reason, the preserve includes some detention. However, the project's current funding (\$7,317,000) more than covers all structural elements of the project.

The Department of Water Resources contribution of \$3,700,000 under the Flood Protection Corridor Program will provide for the completion of the environmental habitat enhancements, public access and public education components of the Preserve.

The Clover Creek Preserve is consistent with the strong watershed protection and restoration goals in Redding's General Plan. It is also builds on the concepts established in the Upper Sacramento River Fisheries and Riparian Habitat Management Plan. We believe that the strong public access and public education component of the preserve will foster wide public support and local initiatives for our ongoing restoration efforts, both on the river and the 12 major tributaries in Redding.

If you have any questions concerning our proposed partnership, please contact me at 530-225-4009 or Sarah Haddox at 530-225-4041.

Sincerely,

Terry L. Hanson Manager of Community Projects